

Abstract

A method and device is set forth for playing a game where an inventory of data representing playing cards is arranged in a random but established, serial order. For each hand of play the player makes a wager and cards are displayed, according to the rules of the game, in order from the inventory to define a winning or losing outcome. A display, as hands are played, displays the remaining constituency of the inventory and the player, before any hand, can order re-shuffling and re-constitute of the inventory.

5 Further, re-shuffling may be triggered by a card or hand count or certain pre-defined triggers.

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